AGB-BX5E-USA OTHANNIVERSARY S S S S S S S S INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- . Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.



THIS GAME PAK CAN BE USED WITH THE NINTENDO GAMECUBE.



without the Official Nintendo Seal.

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Rev-D (L)

Nintendo

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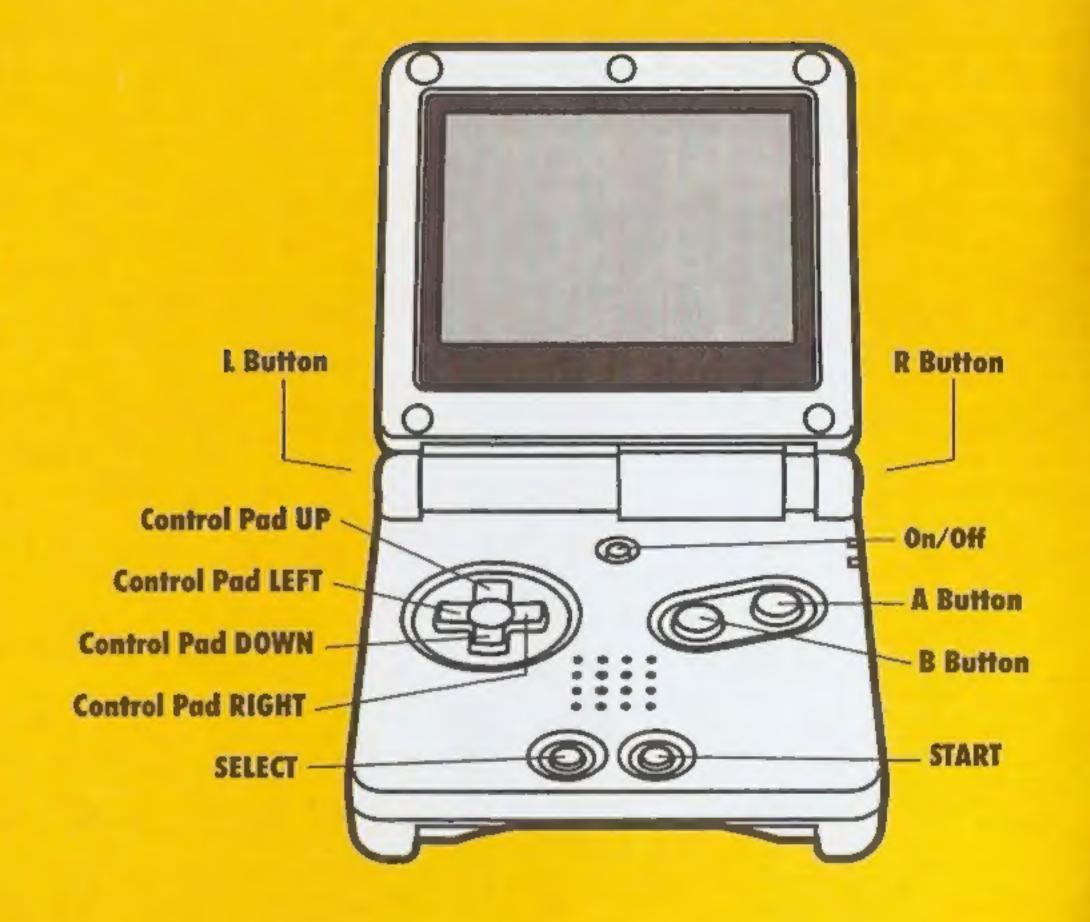
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GETTING STARTED

To begin play, insert the Rayman® 10th Anniversary Game Pak into your Game Boy® Advance system and flip the POWER switch to the ON position.





INTRODUCTION TO 10TH ANNIVERSARY EDITION

Welcome to Rayman 10th Anniversary - which gives you two great Rayman games in one. To play Rayman Advance, press Control Pad Left and then the A Button. To play Rayman 3 Hoodlum $Havoc^{TM}$, press Control Pad Right and then the A Button.

RAYMAN ADVANCE INTRODUCTION

In Rayman's world, nature and people live together in peace. The great Protoon provides

and maintains the harmony and balance in the world.

But you knew that couldn't last, didn't you?

One fateful day, the evil Mister Dark steals the Great Protoon and defeats Betilla the Fairy as she tries to protect it! The Electoons, who used to gravitate around the Great Protoon, lose their natural stability and scatter all over the world! Troublesome, isn't it? And untidy, too!

In the now-unbalanced world, strange phenomena begin to occur: freaks and hostile characters appear, capturing every Electoon they can find! The disappearance of the Great Protoon has also neutralized Betilla the Fairy's powers, and she needs time to regenerate her energy before she can help.

They need a hero to save them, don't you think?





Rayman to the rescue! As a guardian of this world, he must free the Electoons, recapture the Great Protoon from its mysterious kidnapper, and reassemble them all to restore the world's harmony.

But will the bad guys let him do it? After all, Rayman doesn't have arms or legs. But don't panic - neither do the bad guys.

THE BASICS

Rayman has to free the imprisoned Electoons to reestablish order in his world. Each level

contains a medallion with six empty spaces, each of which corresponds to a cage of Electoons that you have to find. Each time you free a cage of Electoons, one space on the medallion is filled. In order to enter the Candy Chateau level, you must free all of the Electoons in the first five worlds.

At the start of the game, Rayman can perform simple actions: walking, jumping, holding onto vines, and crawling. As you progress, Betilla grants Rayman new powers: a punching fist, the ability to hang onto platforms, a grabbing fist, the ability to run, and even a special helicopter feature! A brief explanation of how to use your new powers will appear onscreen each time you get one.

Once you have acquired a new power, you will have it the rest of the game. But you should also backtrack to thoroughly explore the levels you have already gone through, because you probably haven't seen it all yet!

Some surprises are waiting for you, things that you were unable to reach the first time you went through.

At the beginning of each game, a map of Rayman's world will be displayed. Each time you complete a level, the next paths available to you will be highlighted on-screen. Most of the time, you can choose between two directions.

The normal exit for any level is at the end of it. Exits are indicated by an exit sign - logical, hmm? You can also exit the first stage of a level by going back out through the entrance door.

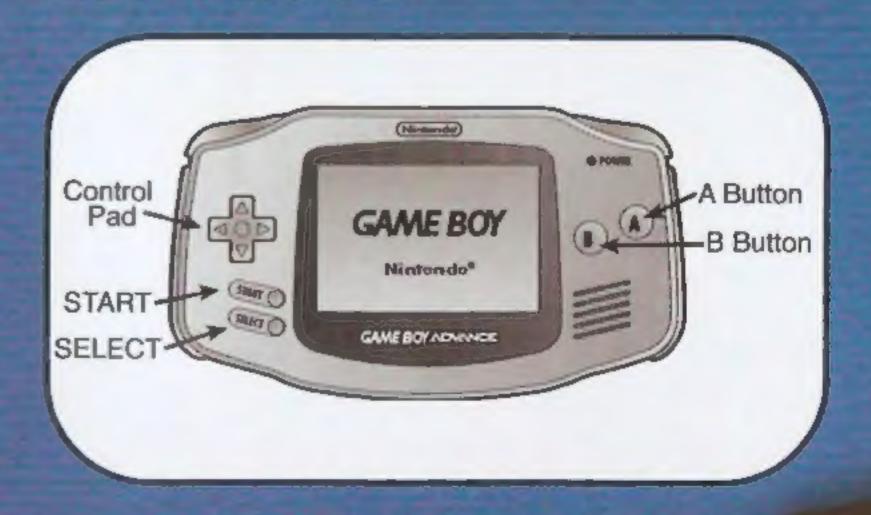
STARTING THE GAME

When you start, you will be asked to choose which game you would like to play. By moving the white fist on the left side of the screen Up or Down with the Control Pad, you can choose between one of three saved game

slots. Press the A Button to choose a slot.

You can then name your game by pressing Up or Down on the Control Pad to rotate the letters and pressing the A Button to make your selection. Once a game is named, make sure the white fist on the bottom of the screen is pointing to the word "Start" and hit the A Button. You will now begin your adventure.

CONTROLS



Control Pad

- Control Pad Up and Down are used to move through the Option menus.
- · Control Pad Left and Right are used to:
- Select an option where several are possible.
- Increase or decrease the volume of the sound effects and music.
- Select Yes or No when prompted.

Select

Use SELECT to return to the previous menu.

On the menu screen, pressing the A Button confirms your choices. At any point in the game, use it to move on to the next screen. Use it to confirm an answer when prompted.

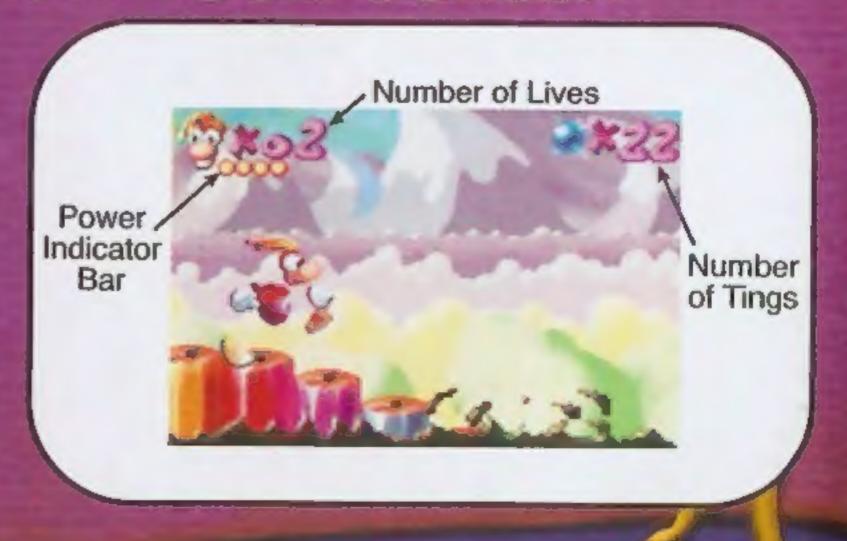
Move Rayman using the Control Pad. The default functions are:

 B Button: Fist (the longer you hold down the B Button, the farther your fist will go!).

- · A Button: Jump.
- A Button twice: Helicopter power (once you've gotten it).
- R Button: Other actions (planting a magic seed, running).

Not all powers are available at the start of the game. Screen instructions will advise you as you go.

INFORMATION AVAILABLE ON YOUR SCREEN





RAYMAN'S POWERS

Rayman has two types of powers bermanent those you keep no matter what happens in the game) and temporary.

Betilla the Fairy:

Crouch/Crawl

Raymon show of the game you was make Raymon show the process and home common tree Left or Right to crawl in that direction.

Telescopic fist

Congen you hold the outtron the fact the

Hanging onto Platforms

hangs onto nearby platforms.

Helicopter

Press the A Button to simp and their press.

If again to slow your descent with your helicopter blodes.

Ronning

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Grabbing Fist

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powers:





Magic Seed

plants, press the R Button.

Super Helicopter

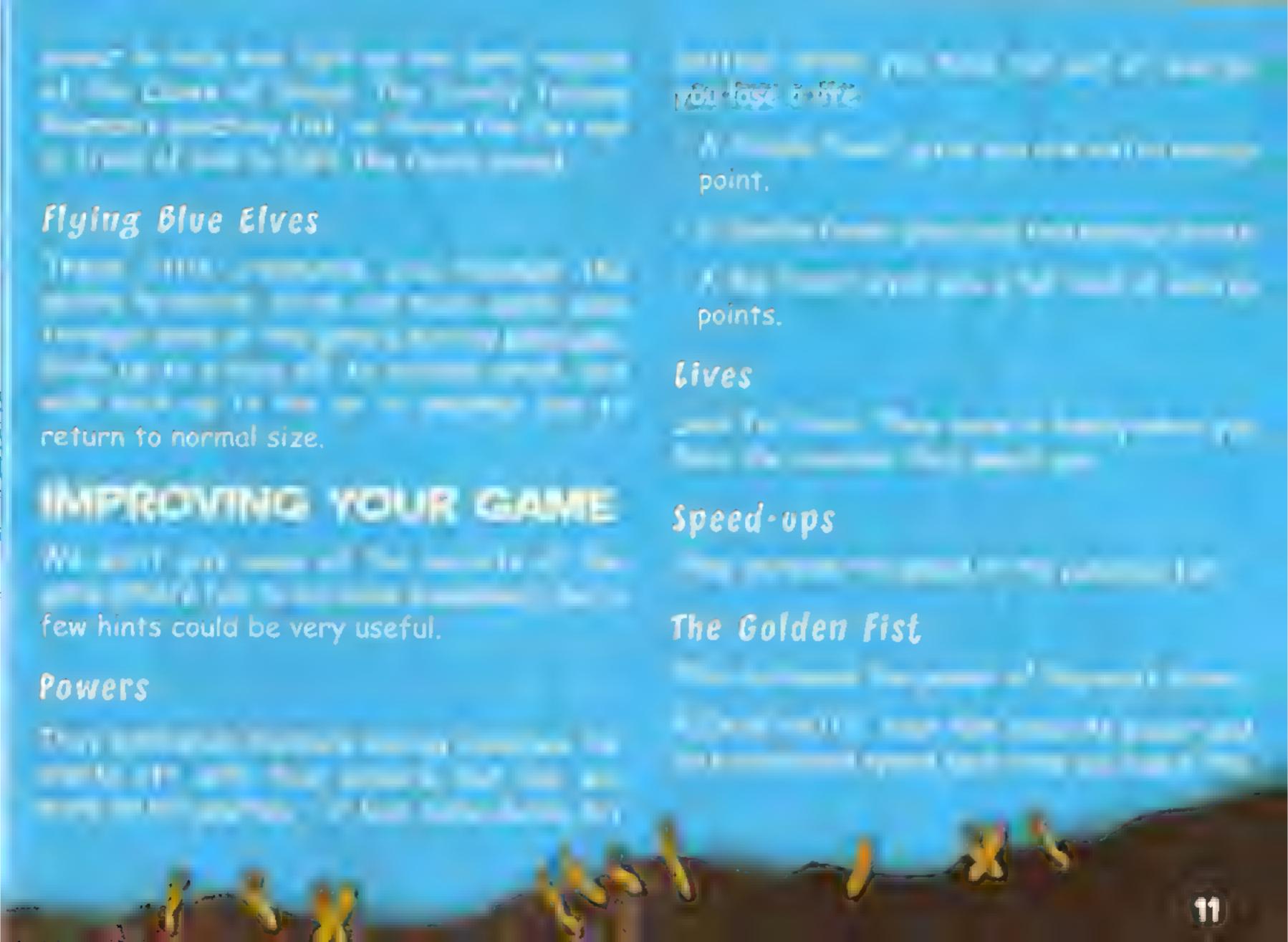
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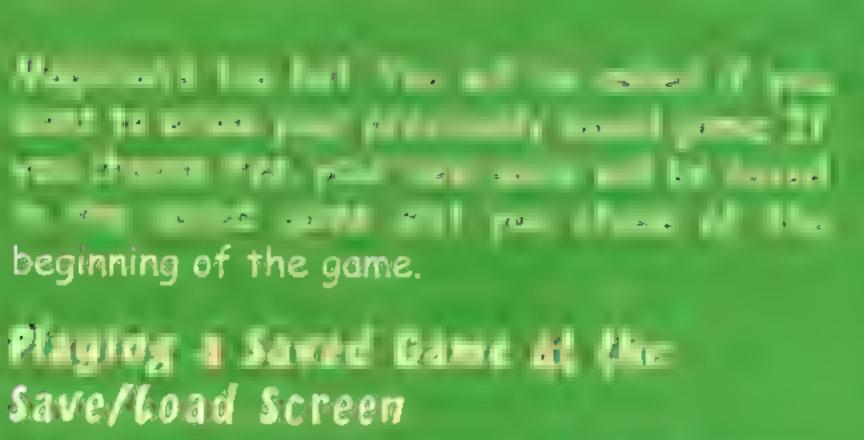
firefly

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the previously saved game.

To use the Copy function:

SHIP CITY

Savespace.

for the copied game.



The Save/Load screen gives you information about your previously saved games, including the name under which the game was saved, the number of lives available, and what percentage of the game's challenges you have accomplished.

WORLDS

In the different worlds of the game described here, you might meet the bosses more than once! And always be on the lookout for the Antitoons, Mr. Dark's foot soldiers. They're small, but dangerous!

The Dream Forest

Rayman has to proceed through the jungle without ever falling into the swamp waters. He will come across hunters and explorers. This is where he meets Tarayzan, his first friend. Help Tarayzan get dressed and see what happens! The big boss is Moskito, a persistent giant mosquito.

Band Land

In a scene filled with clouds and slippery sheet music bars, Rayman must advance among music instruments (drums, maracas, cymbals, etc.) and avoid wrong notes. Once he escapes from the trumpets, he will find himself face to face with the deafening Mister Sax.

Blue Mountains

Rayman has to move forward, avoiding rock avalanches and stone creatures. In these mountains, Rayman meets the Musician and helps him recover his lost guitar. The big boss to defeat is Mister Stone, a creature made of rock.

Picture City

This is the world of images - and mirages. Once he walks across the stage of a small theater, Rayman comes across beings straight from a pirate movie or science fiction film. In particular, he'll meet Space Mama, a tough cookie with a deadly rolling pin.

14

The Caves of Skops

This is a troubling underground world. Enter it through Joe the Extraterrestrial's cheerful snack shop. First, Rayman has to plug in his friend Joe's shop sign while avoiding the spiders. Then he must work his way around the stalactites in the cave to find the lair of Skops the Scorpion.

Candy Chateau

Welcome to the world of desserts, where Mister Dark is hidden and guarded by clowns performing amazing stunts. But be careful - Mister Dark is diabolical!

Now that you know what to expect, get ready for a mind-bending adventure.

Good luck!

RAYMAN 3 HOODLUM HAVOC

CONTROLS

- · Control Pad Up: Look up
- · Control Pad Down: Crouch
- · Control Pad Left and Right: Move Rayman

A Button

- · Jump.
- Helicopter: Press once to jump and again to fly and descend with your helicopter hair.
- Super-Helico: To fly in Super-Helico mode, activate the helicopter by pressing the A Button. Press the A Button again to go higher. If you want to stop flying in Helicopter mode, just land on solid ground.

B Button

- hold down the B Button the tarther your fist will go!
- Shoot for Button to shoot the forst tist and doubles top quickly on the 8 Button to shoot the Suffon to shoot the Suffon to shoot the Suffon to shoot the Suffon to
- them with your fist Once you've gradoes one you can swing in the american of your choice by using the control fac To release press the A Button.

R Botton

Break the ground you can break the ground by pressing the R Button But remember you must be in the air to do so!

L Button

Stay still between two walls to willing opess the A Button to jump.

START

- Pause:
 - Sieze made Severt this made to greatly reduce Joine consumption which you are not prayable. To retigin to the game press. SELECT + the L Button + the R Button.

throughout his adventure so not all powers are available at the start of the game

THE STORY

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when he disappears Royman immediates sets with a fine his desi then Along the way Rayman will arose the swamps of Beganiax the world full of Hoodlums. His movement will also take him through the world of disappears where he will face than the world of backs of Beard's pirate ship.

Missing they will give him valuable takes and in return.

the Dark Lums!

STARTING THE GAME

Main Menu

- through the menus.
- Press the A Burrow to select dis opinion
- previous menu.

Single-Player

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Multiplayer

Use the Game Boy Advance Game Link® cable to connect up to four Game Boy Advance systems and have fun playing against your family and friends. (See pages 23-25 for more details on Game Link play.)

Multi-Pak games require one Rayman 3 Game Pak for each player. Only one Game Pak is needed to play in Single-Pak mode.

Single-Pak Link

Single-Pak Link is a special mode that allows two players to play against each other with just one Game Pak.

Player 1 makes most selections before the game starts. First, properly connect all Game Link cables (see page 23) and turn each Game Boy Advance system ON. Player 1 should choose Multiplayer from the Main

Menu, then choose Single Pak mode. After that, follow the instructions o-screen.

Multi-Pak Link

Multi-Pak Link is a two- to four-player competition. Each player needs a Rayman 3 Game Pak.

First, properly connect all Game Link cables (see page 25) and turn each Game Boy Advance system ON. Each player chooses Multiplayer from the Main Menu, then chooses Multi-Pak.

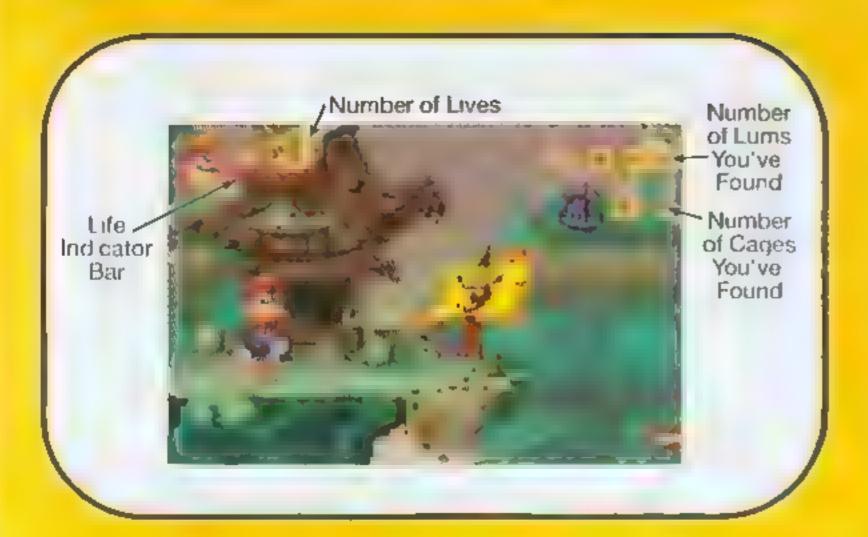
For more information on Multiplayer game modes, see page 21.

Options

Here you can alter the setup of your Rayman game. You can choose to turn the music and sound effects on or off.



GAME SCREEN

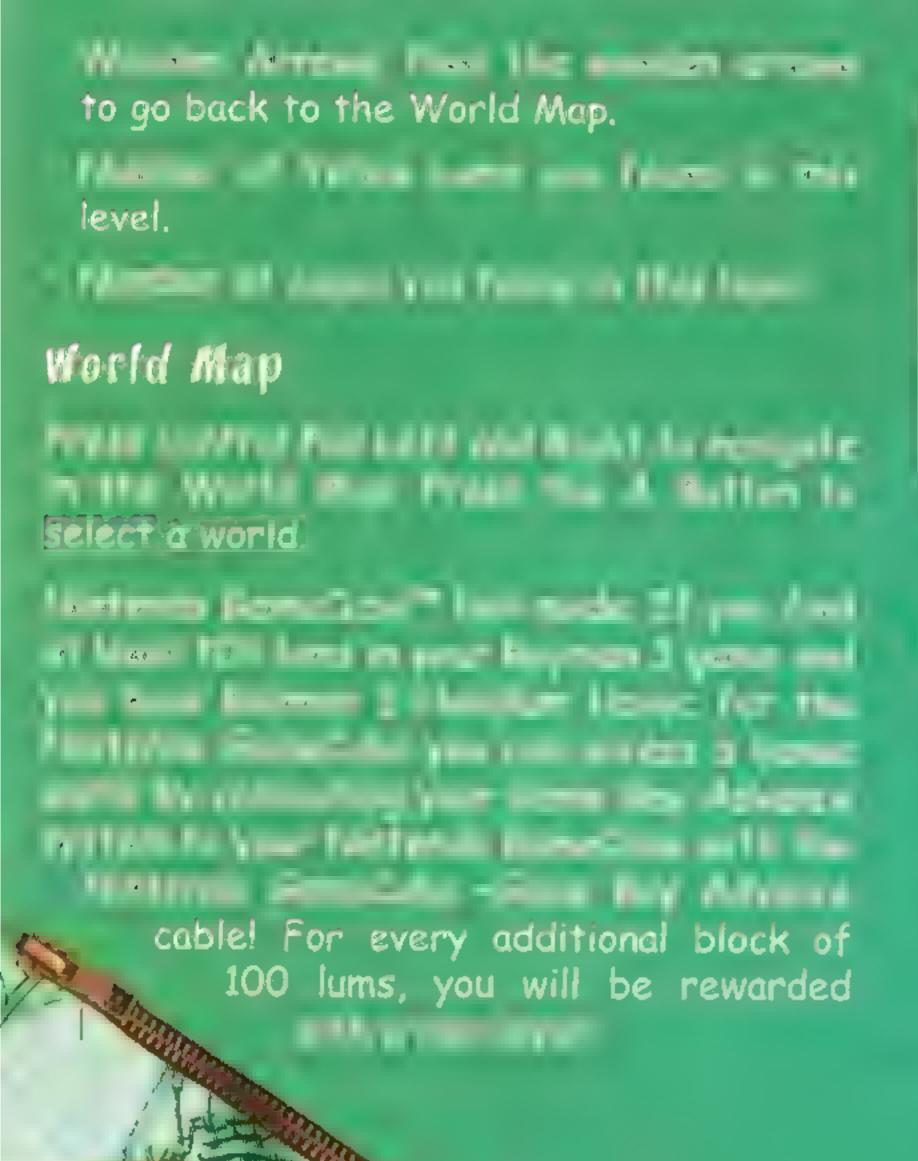


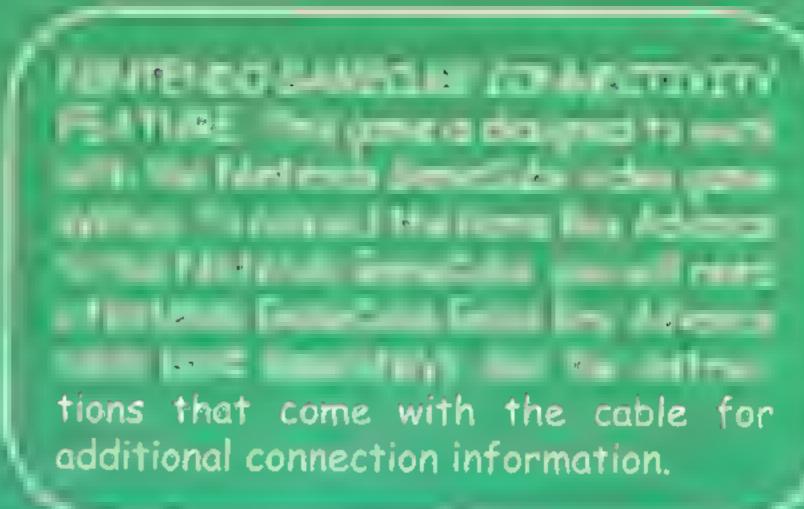
WORLD MAP

Level Selection Map



The curtains hide the entry to the levels.
 When a curtain is blue, it means that you can enter it. Press the A Button to enter the level you want.





Worlds

- World 1: Forgotten Forests
- World 2: Haunted Dreams
- World 3: Magmacosm
- World 4: Pirate Stronghold

NEGAME ELEMENTS

Cage

Yellow tums

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Red Lums

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Purple Lums

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Wooden Arrows

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back into the World Map.

MULTIPLAYER GAMES

through the game modes.

· Press the A Button to select a mode.

Tag Mode

Total Photo Committee Committee of the Photo Photo Committee of the Party of the of the Party



While sound to tag, you just have to this h

Burglar Mode

to this mode the player with the tag must avoid being toucined by other players. Only the netter of the player with the tag will markage the first player to reach one minute wins!

MOTE Pass Lys Parnols Strailleage 2 to military

o second Burglar incode map

Bumper Car Race

Be against your trends for birst place
Be against every player am bump others to
push them in the lave!

Bumper Car Arena

the and the ast successful player wins

all the cages in the game!

Trems I ag and Bunglar Modes Only

Invisibility

State this a realignment beautiful missible

Globox

cour opponents screens for a few seconds



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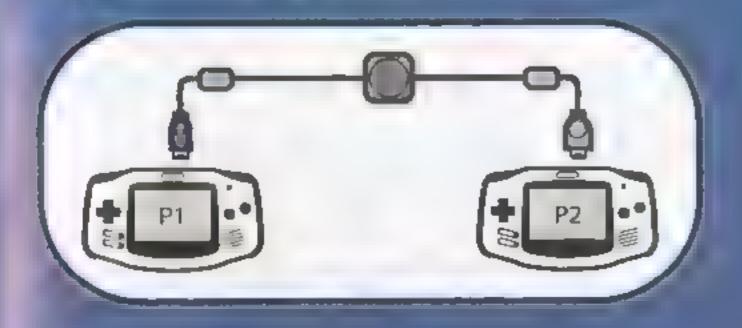
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Reverse

Total almostic Chiefple action, actions Languages L

SINGLE-PAK LINK

Proose Single Pak to connect up to two Game Boy Advance systems



Necessaty Equipment

- Same Boy Advance system I get player
- · Rayman 3 Same Paker 1 Same Rak
- · Same Link actolies I aciple

Linking Instructions

- Make sure that the POWER on all Game
 Boy Advance systems is turned The then
 insert the Rayman & Game Yak ware Player
 his Game Pak slet
- 2 confided the same wilk eadles
- Make sure to aser the small purple connector and Player Is Game Boy Advance system and the arge gray connector ato the other Game Boy Advance system linsers the Game Link addies into the External Extension Connectors (EXT)
- 4 The POWER ON for each Game Boy Advance system

5. Follow the instructions for Single-Pak Link.

Do not connect any Game Boy Advance systems that will not be used during gameplay!

Player 1's Game Boy Advance system.

 When more than two Game Boy Advance systems are linked.

TROUBLES-LOCTING

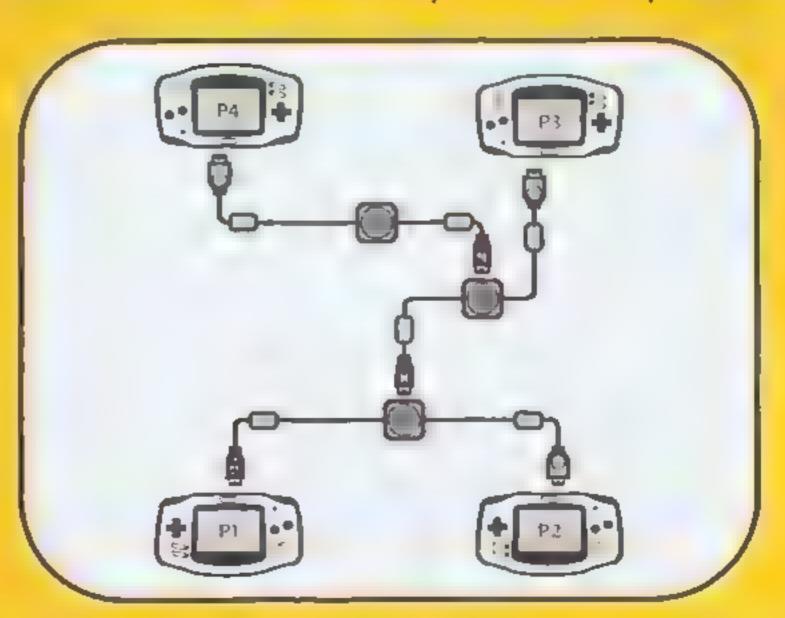
You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any Game Boy Advance system.
- When any Game Link cable is removed during the transfer of data.
 - When any Game Link cable is incorrectly connected to any Game Boy Advance system.

When the Rayman 3 Game Pak is inserted into any Game Boy
Advance system other than

MULTI-PAK LINK

Choose this option if you want to connect three or four Game Boy Advance systems.



Necessary Equipment

- · Game Boy Advance systems: 1 per player.
- · Rayman 3 Game Paks: 1 per player.
- · Game Boy Advance Game Link cables:
 - Two players: 1 cable.
 - Three players: 2 cables.
 - Four players: 3 cables.

Linking Instructions

- 1. Make sure that the POWER on all the Game Boy Advance systems is turned OFF, then insert the Rayman 3 Game Pak into Player 1's Game Pak slot.
- 2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each Game Boy Advance system.
- 3. Make sure to insert the small purple connector into Player 1's Game Boy Advance system and the large gray connector into the other Game Boy Advance system. Insert

- the Game Link cables into the External Extension Connectors (EXT).
- 4. Turn the Power Switch on each Game Boy Advance system ON.
- 5. Now, follow the instructions for Multi-Pak Link.

Do not connect any Game Boy Advance system that will not be used during gameplay!

TIPS AND HINTS

- Listen carefully to Murfy's advice it can be very useful in the course of your adventure.
- Gather all the lums and cages you can find.
 These are essential to progress in the game.
- There are different ways to use Rayman's power. Try to find all the combinations!
- Master the helicopter as soon as you can it's very useful when passing through obstacles.

(Continued on next page.)



TIPS AND HINTS - continued

- . Try to use both fists against the enemies
 - they give you more strength.
- There are many hidden areas in the game.
 Can you find them?



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TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, www.ubi.com/us/support/default.aspx. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: www.ubi.com/us/support/default.aspx.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-supportrelated contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at www.ubi.com/us/support/default.aspx.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778 (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you Monday through Friday from 9 am—9 pm Eastern Time (French language support available from 7 am—4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support 3200 Gateway Centre Blvd. Suite 100 Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

WARRANTY

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Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

Product / Documentation Replacements

Please contact a Ubisoft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

If we determine a return or replacement is necessary:

Within the 90-Day Warranty Period

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

Replacement Fees

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

Warranty Address and Contact Information

Phone: (919) 460-9778

Hours: 9 am-9 pm (EST), M-F

Address:

Ubisoft Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560 Please use a traceable delivery method when sending products to Ubisoft. To order Ubisoft products in the United States, please call toll free 888-824-7038.



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Buy online and get FREE 2-day shipping at checkout!

*To redeem this coupon, go to http://store.ubi.com and enter Coupon Code 2DAYFREE at checkout. Offer expires March 31, 2006. Offer applies to your next purchase at the Ubisoft Store. Products subject to availability. May not be combined with any other promotional offers or discounts, applied to previous orders, substituted, exchanged, sold, or redeemed for cash or other goods or services. Limit one per customer. Offer valid on orders with U.S. shipping destinations only. Offer only available at http://store.ubi.com.